
Title: Conjure Infernal

Author: Alabin Mu'Primus

Conjuring demons is perhaps the single most risky thing a wizard can do. Such conjuration requires large amounts of preparation and careful planning and a lot of willpower and strength on the part of the conjurer. One of the most popularized habit of demons is that of gleefully eviscerating an unwary Conjurer who'd either failed to take the appropriate precautions or who failed to word a command to a demon correctly. Before conjuring any demon, proper wards and pentacles should be in place and the entire ritual well rehearsed. After conjuring, any instructions to a demon, even a bound demon, must be extremely explicit, since demons are incredibly clever and devious and take great joy in twisting the Conjurers commands to the most deviously literal interpretations. It is for this reason that no good conjurer will ever leave room for any interpretation in his or her instructions to a demon. The actual conjuring of a demon follows one of three distinctly different patterns depending on the type of demon to be conjured. There are three basic types of demons

that a conjurer can attempt to summon. The first and most common is a known demon which the conjurer has bound to him or herself in a special rite which creates a master/slave relationship. The second type of conjuration involves the summoning of a demon that is not bound to the caster, but who's true name is known to the caster.

This form of conjuring is the form that must be used to summon a demon before binding it. It can also be used to try and summon a demon for a temporary service. It is, however, extremely dangerous to summon a demon for temporary service without binding it. The demon may encounter the wizard on the planes of men at a later date, outside the wizard's control, and may choose to exact revenge on the wizard of a suitably grisly nature.

The final form of conjuration isn't so much a conjuration as a search. The Conjurer extends his senses into the Astral Plane looking for a new demon that has never been bound or given material form in the planes of men. When encountering the demon, the wizard may attempt to trap the demon on the Astral Plane and force or trick its true name from it *a line of scribbles* if successful, the wizard may attempt to embody the demon on the planes of men. This is known as the first conjuring and usually follows immediately upon determining the demon's

true name and using the True Name spell, so that it can not escape. If the first conjuring is successful the demon becomes embodied and the caster may bind it or do as he or she pleases as long as they are careful not to let the demon have any free reign to carry out its evil machinations (which could prove quite deadly to the Conjurer). The usual option is to bind the demon. Thus to conjure a new demon requires the use of many spells, Astral Journey, Find Demon, Attract Demon, a Demon Entrapment spell, True Name, The First Summoning, some form of Demon Containment Wards for the planes of men, and Bind Demon at the least. In addition many other spells may be needed such as various protection spells for the Astral Plane and in the wizards lab, as well as several sorts of compulsion spells to get the demon to do the wizards bidding. As one can see, this rapidly uses up a lot of mana and very few wizards are capable of accessing so much mana. The alternative most often used is to use a group of wizards in a Wizard Link to generate sufficient mana to summon a new demon.

-Bound Demons-

Bound demons are demons whose names are known by one or more conjurers (often passed from master to student). These demons have further been bound to a particular Conjurer. A particular

demon can only be bound to one wizard at a time, although a wizard can have several demons bound to him or her. Once bound to a wizard, that demon is easier for the wizard to summon, and may be summoned with fewer precautions, since it is harder for the demon to hurt the master. Further, if the wizard binding the demon is of sufficiently high level, he or she may chose to bind the demon to a talisman so that anyone with the possession of the talisman may summon the demon as if he or she was the one the demon was bound to.

In essence a wizard, when summoning a demon bound to him or her can usually get by with nothing more than the most basic demon protection spells with no need of pentacles or wards. Although, wards and pentacles are always a good precaution.

-What to do with a Demon-

A wizard with a bound demon may summon that demon at any time by use of the appropriate spell. The wizard may then command the demon to do whatever the wizard pleases, under the penalty of magical punishment from the wizard. Limited, of course, by the abilities of the particular demon. The wizard should always be prepared to carry out punishment and should be willing if needed to demonstrate his/her ability to punish. The major constraints are that all commands must

be carefully worded to give the demon the least leeway possible in carrying out any action. Since they will do whatever they think they can get away with in thwarting the wizard's goals.

One common way of ensuring a demon obey the caster is to give an Order. If a demon is given an Order *scribe* then it must carry out that order and will feel a strong compulsion to do so and will automatically be punished for failing to do so. However, the demon must carry out the Order, anything not specifically prohibited by the order, it can attempt and often get away with. The most common form this usually takes is literal mindedness.

The demon takes the order extremely, even deviously, literally, this is allowed by the Order spell and is very hard for the Conjurer to stop. The worst nightmare for a wizard is giving an Order that accidentally, when taken literally enough, gives the demon the direct ability to override the wizards protection spells and harm the wizard or something of the wizard's or a wizard's friends.